WHO OR WHAT IS THE SONIC TERMINATOR?

sonic the comic

No. 24 April 29th 1994
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight

starring SONIC THE HEDGEHOG

CLASH OF THE TRIDENT!

THE ETERNAL CHAMPIONS - WINNERS OR LOSERS?

9 770969 304013 24

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!
It's that time again. Two new series are heading your way.

Sonic's World: You've flooded us with questions about Sonic and his home planet, so get ready to have them answered in a brand new series starting in STC 25.

Streets of Rage: Axel, Max and Blaze are heading back to those raging streets in a brand new story, and they're bringing a new character with them. Meet Skates - the hottest thing on rollerblades!

Meanwhile, it's so long for now to **Shinobi** and **Eternal Champions**. We're already planning new series of both, so it won't be long before they return to STC.

Fans of Joe (Shinobi) Musashi need not fret because they can get a double hit of their hero very soon. Shinobi is the star of **Sonic The Poster Mag No.4** on sale next week, and **Shinobi: The Fear Pavilion** from Ravette Books is on sale any day now. For more info about both these products, check out the rest of the Control Zone.

Don't forget, order your copy of STC 25 now. You may get trampled in the rush!

Megadroid

Chillin' Thrillers!

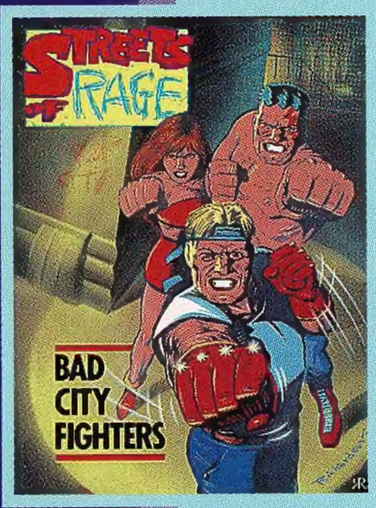
50 STREETS OF RAGE AND SHINOBI BOOKS TO BE WON - FREE!

We've got 25 copies of each of Ravette Books' new **Streets of Rage** and **Shinobi** books to give away free!

Like the two **Sonic** books we gave away last issue, these contain classic stories from STC's past, printed on high quality paper and with glossy card covers. It's a great opportunity to catch up on any series you may have missed.

SHINOBI: THE FEAR PAVILION

Contains the complete first **Shinobi** story from STC no's. 1-6.



STREETS OF RAGE: BAD CITY FIGHTERS

Contains the complete first **Streets of Rage** story from STC no's. 7-12.

STC has 25 copies of each book to give away FREE to the first 50 Boomers who write in. Simply write your name and address clearly on a postcard or sealed down empty envelope and post it to:-

SONIC THRILLERS, Sonic The Comic, 25-31 Tavistock Place, London WC1H 9SU.

All entries must arrive by 9th May 1994 (the closing date). The first 50 pulled from Axel's old police cap will each receive one of the two books (sorry, no choices).

STC's GOOD READING GUIDE

SONIC THE POSTER MAG No.3: Giant Sonic action poster plus an all-new Sonic story, 'The Kid Cruel Caper', and a bonus Sonic mini-poster. On sale now at £1.35.

ETERNAL CHAMPIONS SPECIAL: 48 pages of kickin' action with the Champs! Three all-new comic strips - including the feature-length origin story. Stats and game moves for every Champ - and more. On sale now. £1.75.

SONIC THE POSTER MAG No.4: Giant Shinobi action poster plus all-new, full-length Shinobi story. On sale 23rd April. £1.35.

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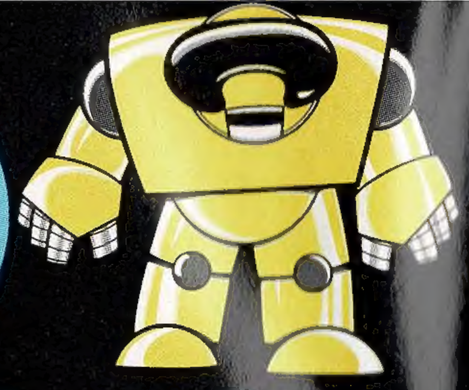


The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up ▲ down ▼ non mover —
RE re-entry new new entry

ELSPA — CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	new	SONIC THE HEDGEHOG 3
2	new	NBA JAM
3	▼	FIFA INTERNATIONAL SOCCER
4	▼	WINTER OLYMPICS
5	▼	SENSIBLE SOCCER
6	▼	ALADDIN
7	▼	SONIC SPINBALL
8	▼	MORTAL KOMBAT
9	RE	PGA TOUR GOLF 2
10	RE	JUNGLE STRIKE

MEGA-CD

1	—	GROUND ZERO TEXAS
2	new	WWF RAGE IN THE CAGE
3	▲	MICROCOSM
4	▼	NIGHT TRAP
5	▼	LETHAL ENFORCERS
6	▼	SONIC CD
7	▼	THUNDERHAWK
8	new	COLLEGE FOOTBALL
9	new	PUGGSY
10	RE	ECCO THE DOLPHIN

MASTER SYSTEM

1	▲	WINTER OLYMPICS
2	▼	SONIC CHAOS
3	—	JUNGLE BOOK
4	▲	SONIC THE HEDGEHOG 2
5	▼	SENSIBLE SOCCER
6	▼	MORTAL KOMBAT
7	RE	TECMO WORLD CUP
8	▼	DESERT STRIKE
9	new	FANTASTIC ADVENTURES OF DIZZY
10	RE	TAZ-MANIA

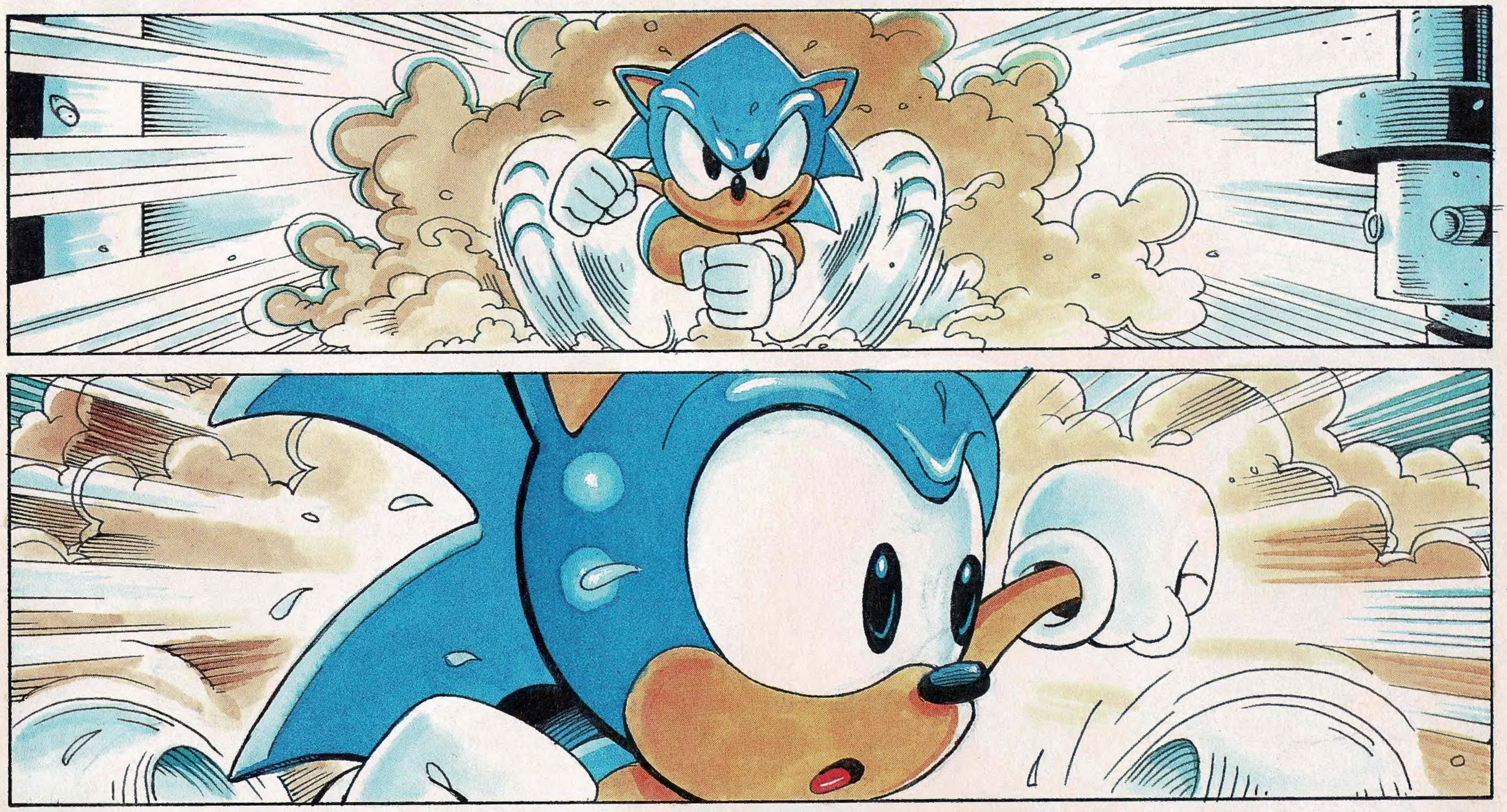
GAME GEAR

1	▲	WINTER OLYMPICS
2	new	NBA JAM
3	—	SONIC CHAOS
4	—	DESERT STRIKE
5	—	SENSIBLE SOCCER
6	—	MORTAL KOMBAT
7	—	SONIC THE HEDGEHOG 2
8	—	JUNGLE BOOK
9	▼	OLYMPIC GOLD
10	RE	F1

SONIC THE HEDGEHOG

The Sonic Terminator Part 1

Script:
Nigel Kitching
Art:
Richard Elson
Lettering:
Steve Potter



OH, WHAT HIT ME?

AAA AAA AAAAAA!

FZZZAK!

THAT'S ENOUGH! HE'S FINISHED, BACK OFF.

FZZZ...

VERY IMPRESSIVE! THIS *PRACTICE ROBOT* IS COMPLETELY WRECKED!

EXCELLENT! THAT WAS THE *FINAL TEST!*

SOON IT WILL BE TIME TO BEGIN ***OPERATION TERMINATE SONIC!***

DAWN, AND ROBOTNIK'S TROOPS MAKE A RAID ON THE EMERALD HILL ZONE.

KEEP IT MOVING YOU HILL ZONE *SCUM!*

OUR INFORMATION WAS SPOT ON. IT LOOKS LIKE ROBOTNIK IS ARRESTING THE ENTIRE VILLAGE!

IT WOULD SEEM ROBOTNIK IS STEPPING UP HIS BADNIK PRODUCTION.

WE *CAN'T* LET HIM TURN ALL THOSE PEOPLE INTO BADNIKS!

EVEN *I* COULDN'T HAVE PUT IT BETTER!

BUT *SONIC!* WE HAVEN'T GOT A PLAN!

KDDANGG!

HOW'S *THIS* FOR A PLAN?

OH WHAT'S THE USE? COME ON GUYS!

DON'T MOVE A MUSCLE, FURBALLS!

LOOK! THAT'S SONIC THE HEDGEHOG! ROBOTNIK WILL REWARD US WELL FOR THIS!

NICE PLAN, SONIC! *REAL* NICE!

HEY, EVERYBODY HAS AN OFF-DAY!

ALL RIGHT, ON TO THE PRISON SHIP WITH THE REST OF YOUR FLUFFY FRIENDS!

I HOPE YOU REALISE I ALWAYS TRAVEL FIRST CLASS.

MOVE!

YOU SO-CALLED 'FREEDOM FIGHTERS' HAVE BEEN A THORN IN THE SIDE OF DOCTOR ROBOTNIK LONG ENOUGH...

...BUT ALL THAT WILL END WITH YOUR VISIT TO THE *VEG-O-FORTRESS* ON MOUNT MOBIUS.

TRUSK

R...ROBOTNIK'S BADNIK PROCESSING PLANT?

YOU'LL BE *AMAZED* AT THE IMPROVEMENTS IN BADNIK TECHNOLOGY! SOON YOU'LL ALL BE WILLING BADNIK *SLAVES*... DEVOTED TO YOUR WORK FOR THE *GREAT ROBOTNIK!*

THAT ALL SOUNDS VERY WELL. BUT I THINK I'LL SETTLE FOR RESCUING THE PRISONERS, IF YOU DON'T MIND.

BY THE WAY, TAKE A LOOK BEHIND YOU, UGLY.

PIRATES!

WE'VE ATTACHED A LINE TO YON PRISON SHIP, CAP'N PLUNDER!

ALL RIGHT LADS... WAIT 'TILL WE DRAW THEM CLOSE ENOUGH, THEN...

ATTACK!

THE MYSTIC CAVE *PIRATES!**SONIC YOU *DID* HAVE A PLAN! WHY DIDN'T YOU TELL US?

AND SPOIL THE SURPRISE?

* SEE LAST ISSUE — MEGADROID!

OKAY, GANG — LET'S *RUMBLE!*

ONE SIDE! OUT THE WAY! COOL HEDGEHOG COMING THROUGH!

ONE RUMBLE LATER.

WELL THAT JUST ABOUT TAKES CARE OF THOSE SWABS!

THAT DEAL SONIC MADE WITH YOU PIRATES IS SURE PAYING OFF...

WE GIVE YOU INTELLIGENCE INFORMATION ABOUT WHEN ROBOTNIK IS TRANSPORTING ANYTHING WORTH STEALING, AND YOU GIVE US EXTRA MUSCLE WHEN NEEDED.

AND TO THINK CAPTAIN PLUNDER STARTED OUT WANTING TO STEAL SONIC'S *CHAOS EMERALDS*, EH?

HEH, THOSE EMERALDS ARE STAYING SAFELY IN THE *NORTH CAVE* ON *SOUTH ISLAND* WHERE SONIC *HID* THEM!

AAARRGGGGH! WHAT HAVE I SAID?

CAP'N! CAP'N PLUNDER...

BOY, THOSE PIRATES ARE SURE IN A HURRY!

SONIC? THERE'S SOMETHING I SHOULD *TELL* YOU...

NEXT : TRAIL OF THE CHAOS EMERALDS!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. STC Reviewers this issue: David Gibbon & Jenny Fromer.

ROAD RASH

MS GG

game type: RACING
1 -2 PLAYERS

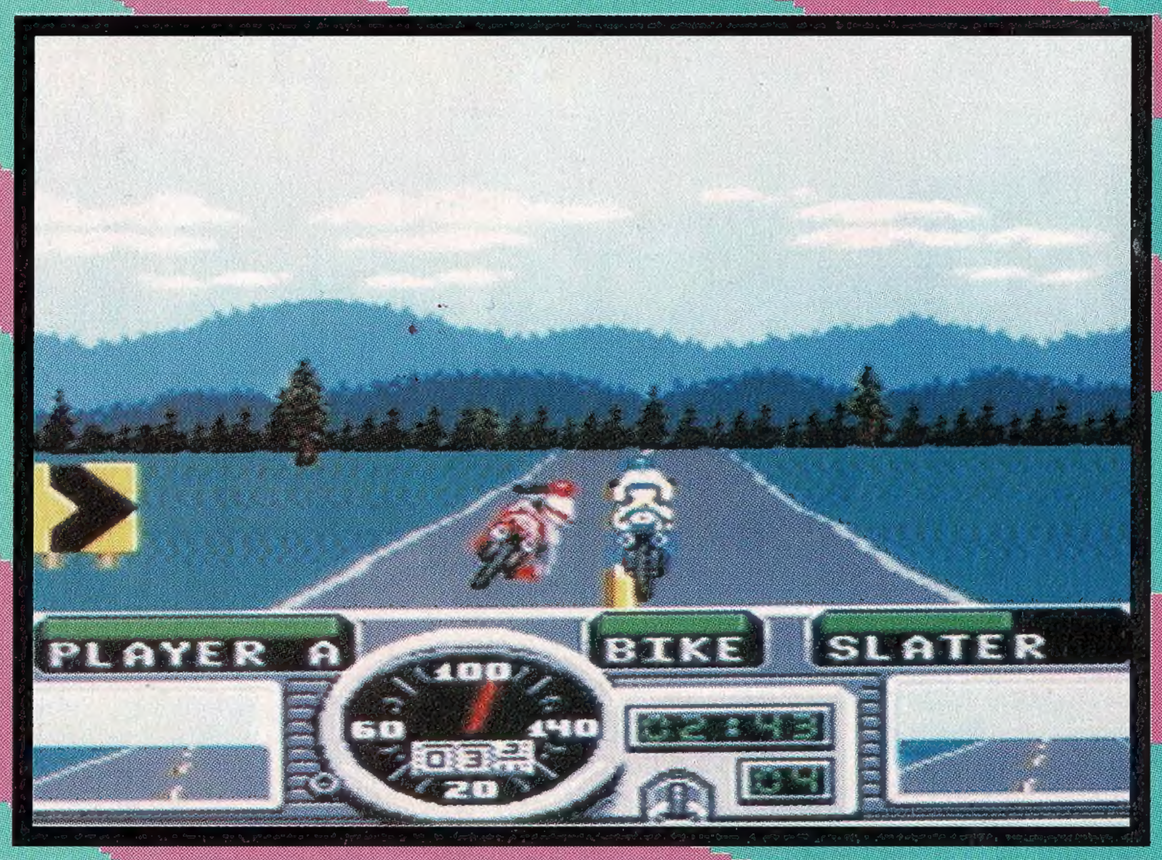
When *Road Rash 2* was released last year it caused a big stir amongst gamers and was hailed as the best biker game to hit the Mega Drive. This joint Master System/Game Gear release is just as good!

Road Rash, as with *Road Rash 2*, features five levels, each consisting of five tracks; these are located in Hawaii, Arizona, Tennessee, Alaska and Vermont. As you progress further into the game you'll encounter police chasing you on certain tracks, and if they catch you a fine will be imposed.

You'll begin with a low-powered bike, but as you get further into the game, and your money has accumulated, you get the chance to upgrade to one of the several more powerful motorbikes. Once the race is underway you get a great feel of speed as your bike rolls faster and the ground shifts at a realistic pace. Overtaking the opposition is fairly simple, but if you find it difficult you can always punch, kick, club or ram your opponent off! There are many on-screen indicators including the speed, position in race and time.

To qualify for entry in the next race you must come within the top four positions.The cash prize on offer depends on your qualifying position, and also the level. The two-player mode isn't simultaneous which is probably a good thing as the Mega Drive two-player split-screen game was terrible.

Road Rash is an excellent motor bike game and is definitely worth buying. It's great fun playing solo, but even better racing with a friend. - DG.



MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

FAST FAX

PUBLISHER: US GOLD
PRICE: £29.99 MS, £29.99 GG

GRAPHICS 88
SOUND 86
PLAYABILITY 93

RAVES
An exciting and realistic motorbike game.

GRAVES
There isn't real money on offer!

OVERALL 90%

BARKLEY: SHUT UP & JAM!

MD

game type: SPORTS
1-4 PLAYERS

When one video games publisher releases a specific type of game, you can bet the rest will follow. Electronic Arts brought out *FIFA Soccer* and Sony followed with *Sensible Soccer*. Now Acclaim have unleashed the excellent *NBA Jam* basketball game and here Accolade have released **Shut Up and Jam!** But is it any good I hear you cry? Well, according to Accolade it's not strictly basketball. The game is called *Streetball*, which is basketball without the audience! There are no rules either, so you can steal the ball or just knock over one of the opposition!

Each team consists of just two players, either you versus the computer or another human player. Team players can be selected from the 16 featured, each containing their own individual strengths and weaknesses. This includes the great Sir Charles Barkley(?) upon whom the game is based. From here, you select where you are going to play from the eight scenarios featured. These include Chicago, Miami and Phoenix (where Sir Charles himself plays).

The game can be played in different ways including a tournament, single game or a series.

VIRTUAL PINBALL

game type: ARCADE SIMULATION
1 PLAYER

MD

As a long-standing pinball fan I eagerly awaited the release of Electronic Arts' Virtual Pinball, longing for those good old days when there were always more than three balls to a game and a machine could take a nudge or tilt or two. As with most arcade conversions it lives up to some expectations, and falls short on others.

You have a wide choice of tables to select from and there appears to be no end to the variations you can effect on the layout of the game. The quality of the games range from tedious to incredibly challenging. The 1–4 player mode has the customary excitement level and saves you from eternally backing away on your own.

The controls, which are basic, add to the realism of the game. The noise of the flipper is a dead ringer for the sounds of the arcade. You can adjust action and skill levels, and there are some decent music samples to choose from. However, it should be said that even on the hardest level it is a psychotic, it doesn't seem quite fast enough.

It is impossible to see the whole table, which can be a tad frustrating, and makes chasing any good balls you release a lost cause. The graphics are a bit flat – in fact, very 2-D – perspective is basically rich, but overall this is an acceptable compromise considering the
sorts of real table wizardry.

The high point of the workshop feature where you can construct your own tables or change existing layouts on other tables by adding as many ramps, bumpers and targets as you can cram into the playing area. While it is time consuming to start from scratch, it gives the game a whole other dimension and makes a few demands on the grey matter.

All in all, Virtual Pinball almost doesn't pretend to be more than it is. If you like pinball, you'll probably find this a good, basic fun... JF

FAST FAX

PUBLISHER	PRICE
ELECTRONIC ARTS	£44.95

GRAPHICS 70

SOUND 75

PLAYABILITY 88

RAVES: No penalty for continually dropping!

GRAVES: Unable to see the entire playing area.

OVERALL **80%**

FAST FAX

PUBLISHER	PRICE
ACCOLADE	£39.99

GRAPHICS 84

SOUND 76

PLAYABILITY 82

RAVES: Great when played with friends.

GRAVES: Too easy just playing your Mega Drive.

OVERALL **83%**

If you are inclined to a setting or tournament you can't save the game, but instead are given a password which needs to be typed in the next time you play. The players themselves are fully animated and can perform some spectacular moves when jumping with the ball.

Overall, **Shut Up and Jam!** isn't as good as NBA Jam, it's certainly an excellent simulation of the sport, but there just isn't enough to keep you occupied. I successfully completed the game after two days, mainly because it's extremely easy to score. It's still fun as a two-player game, however, and even more fun when you have a four-player adaptor. DG

ETERNAL CHAMPIONS

BREAK LOOSE!

OUT OF THE GAME AND INTO THEIR OWN SPECIAL, SEGA'S HOTTEST FIGHTING TEAM ARE ON THE MOVE!

48 ACTION-PACKED PAGES:-

- **3 SIZZLING NEW COMIC STRIPS**
- **EVERY (AND WE MEAN EVERY) MOVE LISTED!**
- **FULL STATS ON EACH CHAMPION!**
- **HOW THE GAME WAS CREATED!**

ETERNAL CHAMPIONS SPECIAL

KICKIN' IT AT YOUR LOCAL NEWSIE

NOW!

£1.75

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THE ETERNAL CHAMPIONS

PART 6

SCRIPT: MICHAEL COOK
ART: JON HAWARD
LETTERING: TOM FRAME

THE GLOBAL ARMS TRADE HAS JUST GOT FIERCER. NAKANO INDUSTRIAL'S NEW BIO-KEY TECHNOLOGY MATCHES DEADLY WEAPONS WITH STATE OF THE ART BIO-CONTROL.

BAH! OUR JOURNEY TO YOUR TIME WASS WASSTED, RAX. THISS GUN ISS USSELESS!

HEY, IT AIN'T MY FAULT... ARRGH!

NO WEAPON CAN PIERCE FIVE CENTIMETRE ADAMANTIUM ARMOUR.

IF TECHNOLOGY CANNOT DEFEAT NAKANO, WE SHALL BEAT HIM IN FIGHTING SKILL.

GIVE HIM SMASH!

FLYING FAN ATTACK! AAGHH!

YOUR FAITH IN HAND-TO-HAND COMBAT IS TOUCHING, YAMOTO. YET THIS IS NO MERE STREET FIGHT.

FOR YOUR SO-CALLED CHAMPIONS, THE BATTLE IS TOUGHER. YOU FACE THE BIO-KEY TECHNOLOGY OF THE FUTURE!

RAAGGH! SMASH!

AND ONCE I HAVE DISPOSED OF YOU, IT WILL BECOME THE DOMINANT FACTOR IN WARFARE ACROSS THE WORLD.

FTOOM!

INTERNATIONAL TERRORISTS, WORLD GOVERNMENTS, DICTATORS AND DESPOTS ALL WILL FLOCK TO ME FOR MY COMPANY'S SECRETS.

THE NAME NAKANO WILL BE WRITTEN **LARGE** IN THE HISTORY OF **GLOBAL WARFARE!**

YOUR NOTORIETY IS NOT YET ASSURED!

THE OCEAN WILL SOON SHAKE YOU FROM THE CRAFT!

THEN THAT SHALL BE YOUR **SSECOND** MISSTAKE, HUMAN!

YOUR FIRSST ISS TO BOASST OF YOUR LOVE OF WAR.

MY PEOPLE **PERISHED** THROUGH HUMANKIND'SS WARLIKE NATURE.

THROUGH DECEIT AND DECEPTION, THE WATERSS FLOODED ATLANTISS AND DESSTROYED A BURGEONING CIVILISSATION.

MY DUTY ISS TO ENSURE IT NEVER HAPPENSS AGAIN!

INSSTEAD, YOUR **WEAPONRY** ISS CONSIGNED TO A SSIMILAR WATERY GRAVE!

KKKK

WE HAVE **WIPED** NAKANO'S BIO-KEY FILES AND **DESTROYED** HIS PROTOTYPE SYSTEM. WE HAVE DONE ALL WE COULD.

AND YET THE TIME-STREAM IS ADAPTABLE. IF, IN THE FUTURE, THE OVERLORD STILL RULES, WHO KNOWS **WHAT** TRICKS ETERNITY HAS PLAYED ON US, AND HAS YET TO PLAY?

MAYBE WE'LL FIND OUT – IN TIME!

EPILOGUE:

TOKYO 1994. NAKANO INDUSTRIAL'S BIO-KEY PROJECT IS RELAUNCHED WITH A NEW URGENCY.

CONSTRUCTION OF AN IMPROVED FIGHTER-CRAFT IS RAPID, HELPED BY THE STILL LIVING FIGURE OF NAKANO...

...AND THE UNDERWATER DISCOVERY OF A 24th CENTURY **BIO-KEYED CYBER-GUN.**

JUST THE BEGINNING FOR **THE ETERNAL CHAMPIONS!** THEY'LL BE BACK!

News Zone

WORLD CUP GRABBED!

U.S. GOLD TAKES REAL FOOTBALL TO THE USA

Following its successful bid to host the video game version of the 1994 Winter Olympics, U.S. Gold has now scored another coup by signing the 1994 World Cup, to be held in the USA this summer.

World Cup USA '94 will be the title of the official World Cup computer and video game, which U.S. Gold will release across all formats, including Sega Mega Drive, Master System, Game Gear and Mega-CD, early next month.

The game will feature actual images and designs from the World Cup as well as animations of the official mascot, Striker the dog. Gameplay is claimed to be 'realistic' with more than 15 different moves including overhead, bicycle and scissor kicks, goalkeeper throw-outs and one-handed saves. **World Cup USA '94** incorporates 3,000 frames of animation and allows players to compete at Club, International and World Cup levels.

Now, if only the home teams had fielded a squad of video game footballers...

STRIKE THREE!

EA TARGET MORE HIGH-FLYING ACTION

Work is underway at Electronic Arts on **Urban Strike**, a - you guessed it - sequel to those top blasters *Jungle Strike* and *Desert Strike*. No prizes for figuring out where the action will be set, but we could be swayed to award a cream cake with a cherry on top to anyone who can accurately predict any further details (EA aren't saying much for now).

If that isn't enough, get ready for **Road Rash 3**, from EA before the end of 1994.

Jungle Strike: Next time it's urban action.

WAR IS HELL!

SENSIBLE SET TO TURN YOUR BEDROOM INTO A BATTLEGROUND

Find out why war is hell with Cannon Fodder.

Yet another of Sensible (Soccer) Software's home computer hits is coming to the Mega Drive - **Cannon Fodder**. This is a controversial combat simulation where the player takes control of troops of 'toy' soldiers and attempts to wipe out the opposition across different terrains. In addition to the Jungle, Arctic Wastes, Desert, Moorlands and Underground Base found in the original Amiga version, the Mega Drive incarnation will feature some new locations.

Expect to see something before 1994 is over. In the meantime, here's a picture from the Amiga version of **Cannon Fodder** (trust us, it will look almost identical on the Mega Drive).

Dirk The Daring set to make his Mega Drive debut

CONVERSION FEVER

MORE GAME COMPANIES TURN TO SEGA SYSTEMS

If you have any doubt about the rise and rise of the Sega games systems, check out this news of publishers converting their wares from other formats to the Sega systems.

INTERPLAY'S MEGA DRIVE INTERACTION: To date, American publisher Interplay's Mega Drive conversions have been released in the UK through Virgin Interactive Entertainment (so far only *Another World* and *The Lost Vikings* have made it to the shops). This situation is unlikely to change in the foreseeable future, with Virgin working on **Rock 'n' Roll Racing** for the Mega Drive for release at the end of this year, and rumours of a Mega Drive version of **Clayfighter** ('quirky' one-on-one fighting action with huge clay characters capable of changing their shape).

Interplay's forthcoming attractions include **The Lost Vikings II** and at least half-a-dozen new, yet-to-be-announced games in development for the SNES, but the company is known to be eager to see these releases on the Mega Drive as quickly as possible. Whether they appear through Virgin remains to be seen.

DRAGONS, CAVEMEN AND MONSTERS: Elite isn't a name associated with Sega releases, but you may be interested to hear that the Walsall-based company is planning two conversions of conversions.

From arcade machines to the SNES and now the Mega Drive comes **Dragon's Lair,** starring Dirk The Daring. It's a much more 'traditional' interactive run 'n' jump 'n' hack 'n' slash experience than the simple laserdisc arcade machine from the early '80s (which, by a bizarre coincidence, has been converted to the Mega-CD and is out now from Sega).

Joe & Mac: Caveman Ninja is a palatable platform romp starring two cavemen. Plus, for the Game Gear, there's **Dr Franken**; 200 screens of platform-oriented puzzler that actually looked good and played even better on the Game Boy, but will no doubt benefit from the Game Gear's superior capabilities. No release dates have been set simply because Elite has no Sega-compatible publishing slots yet.

SHORT BURSTS NEWS

MD 3?

There is rumour surrounding a 'new' Sega console, code-named 'Jupiter', coming out soon. Sega's much-touted 32-bit Saturn console should be available early next year, but before then it's rumoured that a 'souped-up' Mega Drive will appear - perhaps as early as this summer.

There's certainly something on the horizon, but here at Sonic The Comic we are yet to be convinced that it's a new form of the Mega Drive. There's only one thing certain about the computer entertainment industry - and that's that nothing is certain!

NEW BALLS PLEASE

Basketball is very much an American sport that has had minimal impact in the UK - Michael Jordan, Larry Johnson and Magic Johnson are hardly household names over here. However, that hasn't stopped game publishers going basketball bonkers.

Flying Edge's quality conversions of Midway's arcade hit **NBA Jam** are already out for the Mega Drive and Game Gear. In the coming months the on-court onslaught continues with Electronic Arts' **NBA Showdown**, Virgin's **Jammit**, Accolade's **Barkley: Shut Up And Jam** and Konami's **Hyperdunk** (not to mention the possibility of a version of **Tiny Toons Sports** in which Buster Bunny and friends play basketball). Then there's the oddball of the bunch: Electronic Arts' **Shaq-Fu,** in which basketball's newest superstar, Shaq, takes on the opposition in a combat simulation, along the lines of *Final Fight* and *Streets Of Rage*.

IT'S A MONSTER!

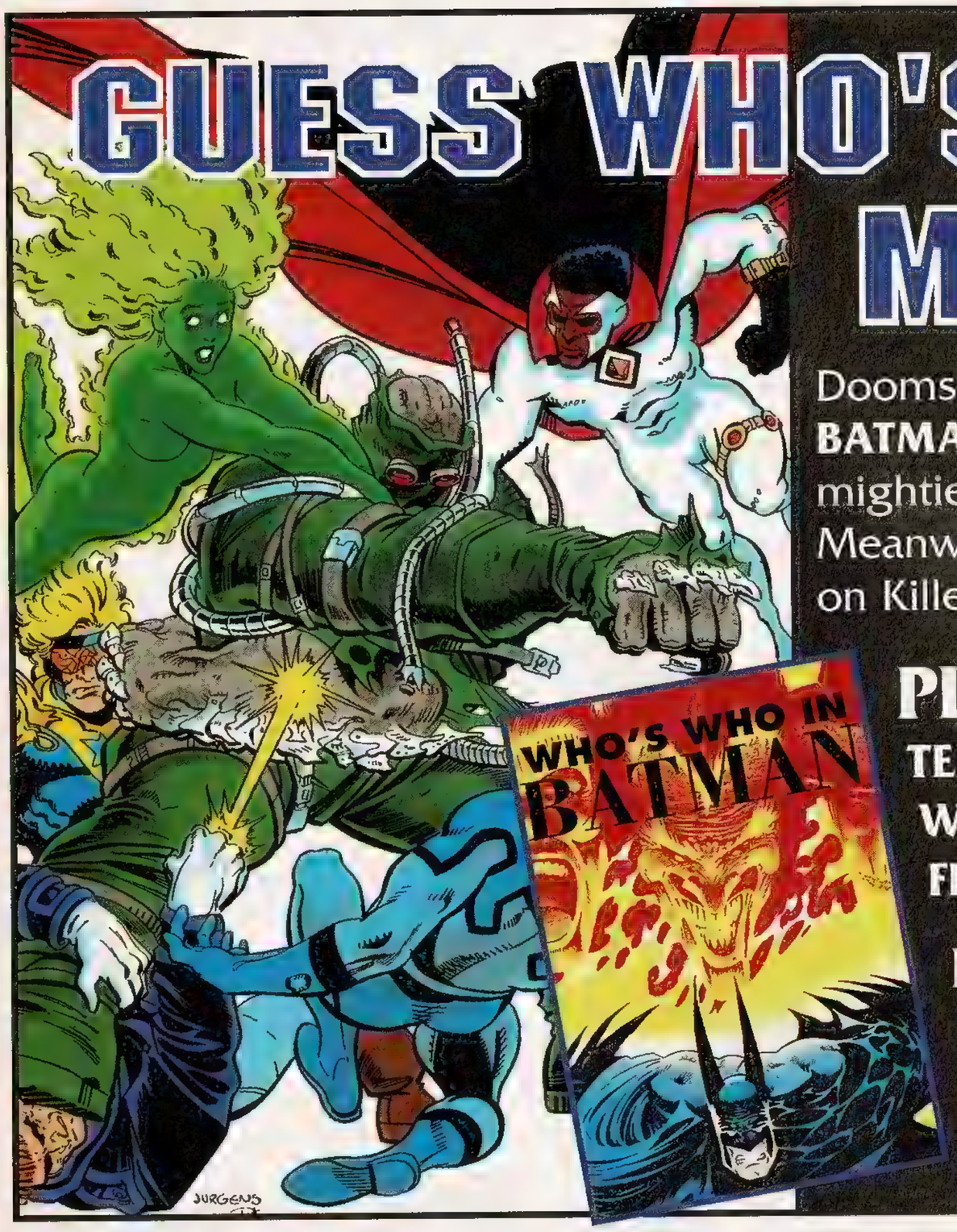
Argonaut (the team behind1986's 3D blaster *Starglider* and, more recently, Nintendo's 'awesome' SFX chip) recently started work on a new game called **Creature Shock**. It's a blend of blasting and exploration with three-dimensional computer-rendered imagery and plenty of repulsive monsters to tackle, and is being written specifically for the CD-ROM formats - among them, allegedly, the Mega-CD. Argonaut reckon that **Creature Shock** won't be as limited as some of the more linear CD 'experiences' currently available. Let's hope not.

FIFA'S RETURN MATCH

Having a problem getting hold of Electronic Arts' impressive FIFA International Soccer? Fear not! It sold out over Christmas 1993, but has been re-released to meet demand, ooh, about now. The price? £44.99.

In demand: EAs' FIFA Soccer

GUESS WHO'S COMING TO METROPOLIS...



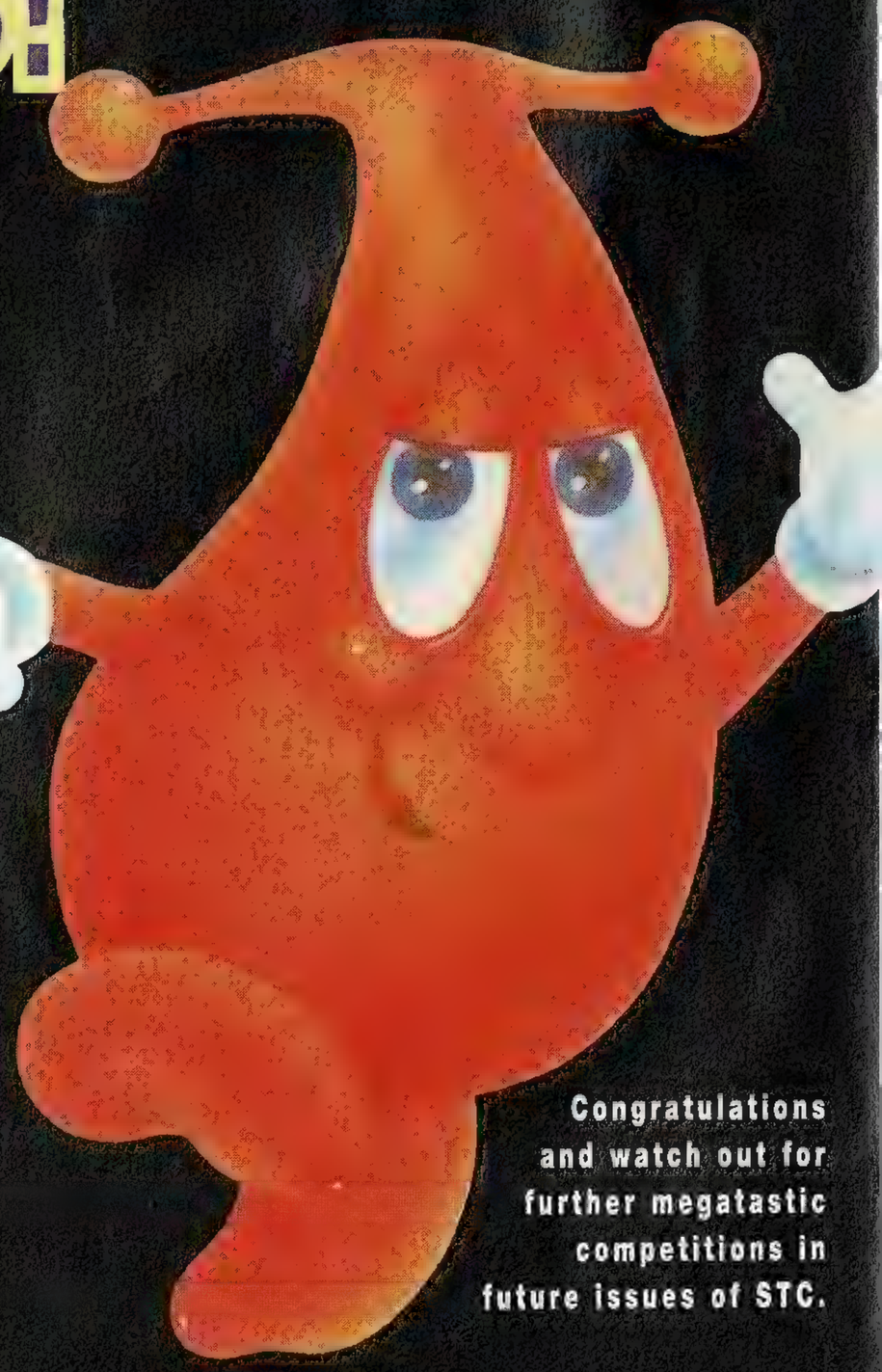
Doomsday is waylaid by the Justice League in **BATMAN & SUPERMAN No.2**, but can even the earth's mightiest super-group defeat the alien menace? Meanwhile, Batman is missing and Robin is left to take on Killer Croc and Bane by himself.

PLUS - THIS FREE FACT-FILLED BOOKLET TELLING YOU EVERYTHING YOU EVER WANTED TO KNOW ABOUT BATMAN, HIS FRIENDS AND HIS DEADLIEST ENEMIES!

DON'T MISS BATMAN & SUPERMAN No.2, IT'S ON SALE FROM MARCH 19TH.

BATMAN & SUPERMAN is available every month at all good newsagents.

PUGGSY GOLD GRAB! COMPO WINNERS



The 'Puggsy Gold Grab' competition, run in conjunction with Psygnosis in STC 15, was a real blast with you Boomers. The eight prize winning entrants (see below) who answered the following question correctly were plucked from the remains of the STC Christmas bash:-

Q: What's the name of Sonic's home planet?
A: Mobius

THE WINNER

receives the following fantastic prizes:-

**** Mega Drive * Mega CD***
**** Exclusive copy of Puggsy on gold Mega CD disc***
- signed by the Puggsy Programmers.

Graham Swan, Wishaw, Scotland.

2ND PRIZE WINNER

receives:

**** Puggsy Mega Drive game***

Caroline Clarkson, Clarkston, Glasgow, Scotland.

SIX RUNNERS-UP

each receive:

**** A Puggsy inflatable model***

Scott Bramley, Barnsley, S. Yorkshire.
Michael Burlison, Lambton, Washington,Tyne & Wear.
Michael Day, Farnborough, Orpington, Kent.
Sau-Fung, Southsea, Portsmouth, Hants.
Craig Jolly, Glenrothes, Fife, Scotland.
Adam Mowe, Lower Green Road, Rusthall, Tunbridge Wells.

Congratulations and watch out for further megatastic competitions in future issues of STC.

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THE GUYVER 15

THE BATTLE COMMENCES APRIL 11
WITH SUBSEQUENT EPISODES RELEASED EVERY MONTH

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AN AWESOME ADVERSARY AGAINST BIO-MORPHIC ZOANOIDS

DATA 1
GENESIS OF THE GUYVER

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MANGA

Shinobi

The Art of War

Part 6

JOE MUSASHI HAS BEEN CAPTURED BY HIS DEADLIEST ENEMIES IN THE ACT OF BURGLARISING THEIR H.Q.

HURRY! THE ELEMENTS WILL WANT TO QUESTION HIM, IMA *!

* IMPOLITE WAY OF SAYING "NOW".

"THE SUNFLOWER BLOOMS AT MIDNIGHT."

"THE BUTTERFLY DREAMING, IS ME!"

ENTER.

KNEEL.

THUD!

Script: Alan McKenzie Art: Jon Haward Lettering: Ellie de Ville

THE VOID, SUPREME NINJA OF THE NEO ZEED AND HIS FOUR LIEUTENANTS, AIR, EARTH, FIRE AND WATER.

YOSH!

YOU HAVE DONE YOUR DUTY.

THANK YOU, SENSEI.

BRING THE GIRL.

UGGH!

JOE...!

THE EARTH ELEMENT INVOKES HIS POWER...

LEAVE HER.

COME BACK, GIRL!

AAAH!

STOMP!

YOU SEE? MUSASHI IS NO MATCH FOR MY LOWLY NEO ZEED SOLDIERS.

HOW COULD YOU BELIEVE HE WOULD BE ABLE TO SAVE YOU?

FOOLS... YOU UNDER-ESTIMATED HIM!

HE USED *PRANA* * TO ESCAPE THE EFFECTS OF THE NERVE GAS.

CORRECT. AND NOW, WE'RE LEAVING.

SPANG!

RUN, NAOKO!

LOOK OUT!

BWASH!

* PRANA- A KIND OF TRANCE IN WHICH A NINJA CAN SLOW HIS HEARTBEAT AND BREATHE SHALLOWLY TO APPEAR DEAD.

NO!

KRAAASH!

HAI, SENSEI.

HE'D NEVER ENDANGER THE GIRL LIKE THAT UNLESS HE HAD A PLAN.

AAAAAGH!

TIME ENOUGH TO ELIMINATE JOE MUSASHI.

DON'T WASTE YOUR TIME.

BUT NOW, OTHER MORE IMPORTANT MATTERS DEMAND OUR ATTENTION.

CLICK!

SNIKK!

MUSASHI'S BACK PACK UNFOLDS JUST IN TIME.

HOLD ON VERY TIGHTLY.

SWIISH!

YOUR FATHER, MY SENSEI, ALWAYS TAUGHT ME TO FIGHT ONLY WHEN I KNEW I COULD WIN.

THERE'LL BE TIME ENOUGH FOR THE NEO ZEED, AFTER I'VE RETURNED YOU HOME.

ARE YOU UNHURT?

UNHARMED. BUT YOU...?

WHY DIDN'T YOU FIGHT? YOU MIGHT HAVE BEATEN THEM. FATHER SAID...

THE END

NEXT ISSUE: RETURN TO THE STREETS OF RAGE

AT LONG LAST YOU CAN ENTER THE...

BACK ISSUE ZONE

Missed out on any of the power packed issues of Sonic The Comic? Pining over the loss of thrills and excitement beyond belief? Worry no more, Sonic Boomer, now you can enter The Back Issue Zone!

Simply select the issue or issues of your choice (provided they are not sold out), fill in the form at the right of the page and send it off. It's one-stop back issue shopping the STC way!

ORDERING INFO

- *Each issue costs £1.10 (including postage and packing).*
- *Order by post or by phone (credit cards only - see order form).*
- *Pay by cheque/postal order or credit card. All cheques/POs to be made payable to* ***Fleetway Editions Ltd.*** *and must be in pounds sterling.*
- *There is a minimum order value of £4.40 (four issues at £1.10 each). Fleetway Editions reserves the right to substitute one issue if the issue of choice is unavailable.*
- *Please fill in the order form carefully (if you are ordering by post) and send with payment to the address given.*

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Please send me the following back issues of SONIC THE COMIC (minimum of 4) at £1.10 each (includes p&p).

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10 ❑ 11 ❑ 12 ❑ 13 ❑ 14 ❑

I enclose a cheque/postal order for £..... made payable to ***FLEETWAY EDITIONS LTD.***

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Amount to be debited £.....

Access/Visa cards only

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q zone for hints, tips, and help with your favourite Sega games.

Q Zone's new service for those Boomers who requested help with the various Sonic The Hedgehog games continues (in fact it's been extended from the original three parter). Each Sonic game will continue to be placed under the microscope by Vincent Low with details on how to survive the various zones, special stages, bosses, etc.
Prepare to make your Sonic problems history!

SONIC Solved

Sonic Chaos Part 2

GG MS

THE ZONES CONTINUED

MECHA GREEN HILL ZONE

ACT 1

This stage flows really well but there are some deadly new dangers to be aware of.

Things to look out for:-
- TV goodies to collect include: Extra rings, an Extra Life and an Invincibility.

Things to watch out for:-
- Bombs dropping off trees.
- Slippery walkways
- Beetle bumpers.
- Nasty drops with springs that help you lose a life.

Bound across a slimy sea, leap over spikes and grab every ring in sight to get that magic 100 rings to warp you away.

ACT 2

Things to look out for:-
- TV with Invincibility and one with the Extra Life in the top third of the screen.
- Hidden TVs with rings, Rocket Shoes.

Things to watch out for:-
- More tree bombs (do not hang around under them).
- Bumper beetles (ram them).
- Nasty collapsing platforms that can lose you a life.

A great touch is the vertical Mobius Strip-like drop, approximately half way through the stage, where you can roll down from one ledge to another.

There're plenty of rings to collect and a Pogo Pad for Sonic to ride.

ACT 3

Act 3 is a walk in the park with plenty of rings to collect so long as you don't fall off the long walkways or try to see what's under the collapsing platforms!

Take a deep breath and prepare for a super easy boss to beat!

AQUA PLANET ZONE

ACT 1

This zone may look simple but watch out! The controls start to feel a little slack which means you have to jump earlier to clear spikes and avoiding collapsing ledges becomes much harder!

Things to look out for:-
- Rings.
- Speed up shoes.
- Invincibility.
- Rocket Shoes (well hidden!).

There are some cleverly hidden job lots of TVs containing masses of rings.

ELECTRIC EGG ZONE

ACT 1

To get through the Electric Egg Zone go with the flow and keep a keen eye on the overhead lasers; they will follow you and fire lasers down just when you don't need them!

Another skill to learn is watching AHEAD of you for turn offs from the pipes you travel in. As well as backtracking to avoid the aliens dropping in front of you and exploding and releasing shrapnel!

Still it is not all bad news. You get to jump off rows of springs with the area above littered with rings, ride a mine cart and leap off, pick up Invincibility TVs and, if you are really hot, find a mega hoard of around 200 rings!

ACT 2

You really get to play this stage. There are tubes galore, bumpers, overhead lasers, exploding aliens,TVs with Rocket Shoes, Invincibility, Extra Life, and a hidden room full of flying robots.

Remember to keep an eye on the clock and try not to get too caught up with the overhead lasers. You can easily get 100 rings on this stage so get them quickly and try to watch out for what is coming up ahead of you!

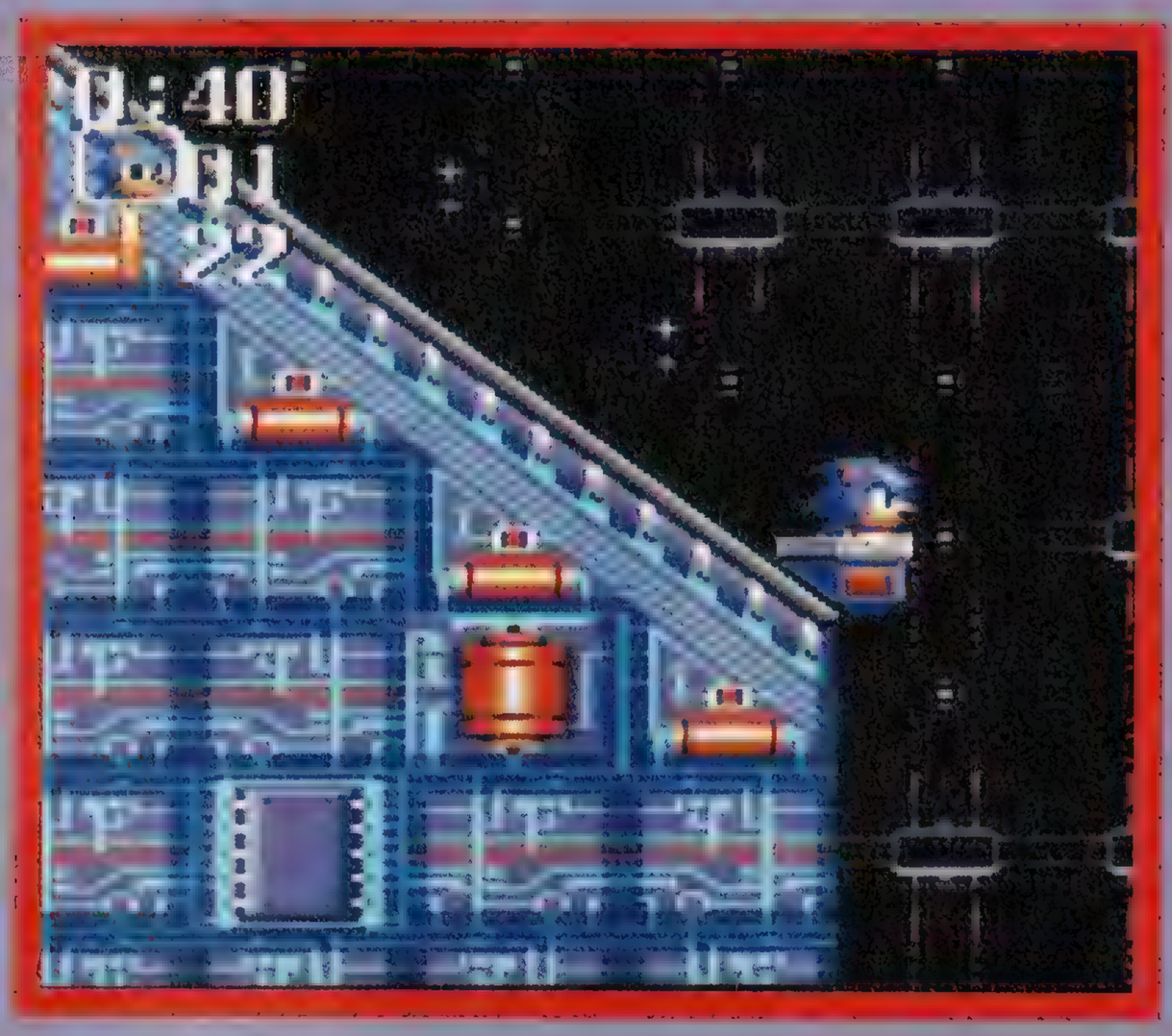
ACT 3

This is it! Your big chance to face-off against Robotnik and do your best to blow him away.

En route you get a little help if you can find the special exit that leads to the secret hoard of ring-packed TVs.

Keep calm and ride the mine cart. Remember to jump off, land on the platform and leap up into the tube to get to the above-mentioned goodies.

The final encounter with Robotnik is a real toughie, guaranteed to give you sweaty palms.



Next Issue: Sonic Chaos Part 3 - The Special Stages!

ACT 2

Goodies galore abound in this stage but you have to work for them.

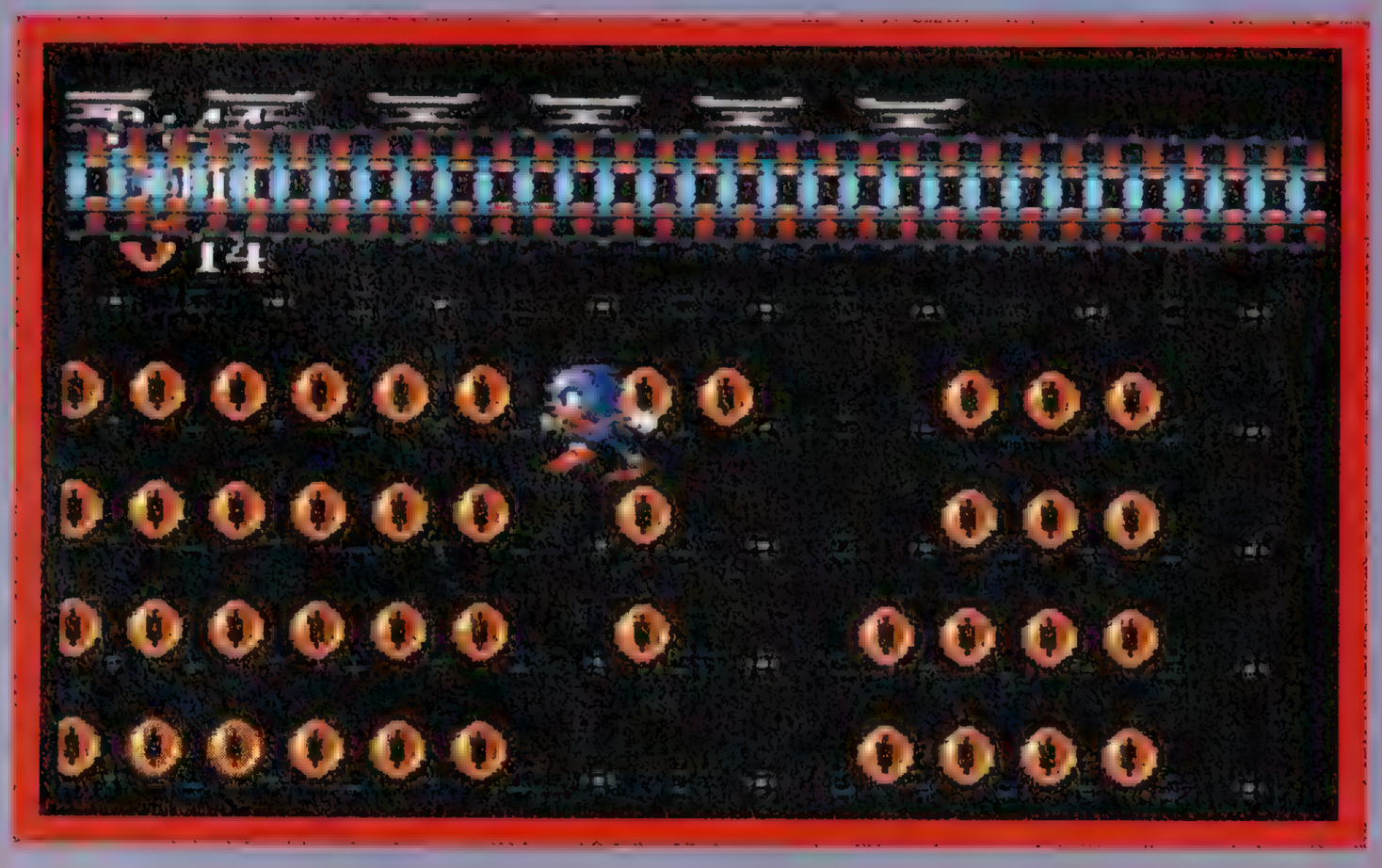
Things to look out for:-

- TVs with rings are hidden away on the top third of the screen.
- The bottom half of the play area has plenty of springs to kick you around.
- A moving platform section over spikes leads to an Extra Life in the lower half as well as a Bumper Point to kick you around loops with rings.
- If possible, work your way to the top of the loops for lashings of ring-laden TVs.

ACT 3

Time to get it on with the boss man!

On the way you can get help by collecting an Invincibility from a TV hidden above you. You can get through to it by leaping through a solid brick in the middle of a Red Spring combo. Don't ignore the TV with rings along the way if you want to have a healthy collection of rings.



WONDER BOY

in GHOST WORLD part 3

SHION THE WONDER BOY, LUKOUT THE COSMOLOGIST AND THE POET WORDSMITH ARE TRAPPED IN GHOST WORLD, A WORLD OF STRANGE PREHISTORIC CREATURES!

MORE GHOSTLY CREATURES, GREAT.

KILL, KILL, HE'S GONNA KILL ME.

UURROOOO

WHAT'S HE RUNNING FROM?

WHATEVER IT IS...

...IT MUST BE SOMETHING PRETTY TERRIFYING.

ROAR

ROAR

TERRIFYING ENOUGH FOR YOU, SHION?

WATCH OUT, IT'S DOING SOMETHING...

DINO-MAGIC-'APPEN AND STONE THE OLD ONE.

HAVE TO ACT QUICKLY, USE UP THE LAST OF MY MAGIC.

OLD! I'LL GIVE YOU...

LET MAGIC APPEAR AND SPELL ME INSTANT HOLIDAY.

ROAR?

SHION'S MAGIC SPELL TRANSPORTS THE SURPRISED DINOSAUR TO A VERY STRANGE HOLIDAY RESORT.

WHAT 'APPEN?

SEGA

BLAZES! I WAS SAVING THAT SPELL- NOW I'VE USED UP ALL MY MAGIC.

LUKOUT'S BEEN TURNED TO STONE.

THE DINOSAUR WAS COMING FROM DINOTOWN, OVER THERE. MAYBE WE COULD SNEAK IN AND FIND SOME WAY TO TURN HER BACK.

HEY! DO I LOOK GOOD IN THIS? IS IT SCARY?

MAYBE YOU SHOULD STICK TO POETRY.

ARE THERE ANY SHOPS IN GHOST WORLD? WE NEED SOME NEW GEAR.

LATER, IN DINOTOWN.

WELCOME TO TOM'S TRADING POST AND SUPPLY EMPORIUM. RECYCLED PLUMBING A SPECIALITY. STEP THIS WAY.

TOM'S PLUMBER'S TRAD

DO YOU HAVE ANYTHING WITHOUT PIPES OR TAPS ATTACHED?

LORD, NO. I WAS A PLUMBER, YOU SEE...

HELP YOURSELVES, IT'S ALL FREE. I USED TO HAVE TO MAKE A LIVING, BUT NOW I'M DEAD... WELL, TAKE WHAT YOU NEED!

THIS ENERGY POTION IS JUST WHAT I NEEDED. I ONLY HOPE THE **SPELL BOXES** WORK.

WE'LL FIND OUT SOON ENOUGH. DINOTOWN'S JUST ROUND THE NEXT BEND.

POOH! THAT SMELL MUST BE DINOTOWN! PERSONAL HYGIENE'S NOT HIGH ON THEIR LIST OF PRIORITIES!

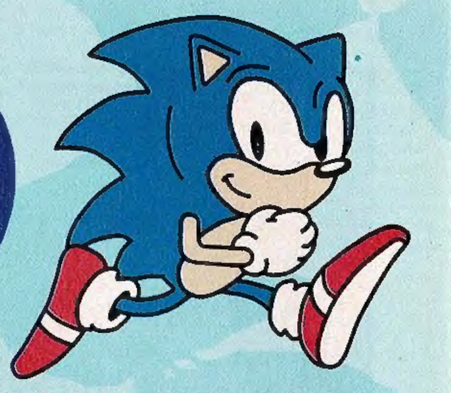
IF I CLIMB ONE OF THESE TREES I SHOULD BE ABLE TO SEE WHAT'S GOING ON.

YIKES!

SCRAAWWW!

NEXT ISSUE: BIRD TROUBLE!

SPEEDLINES

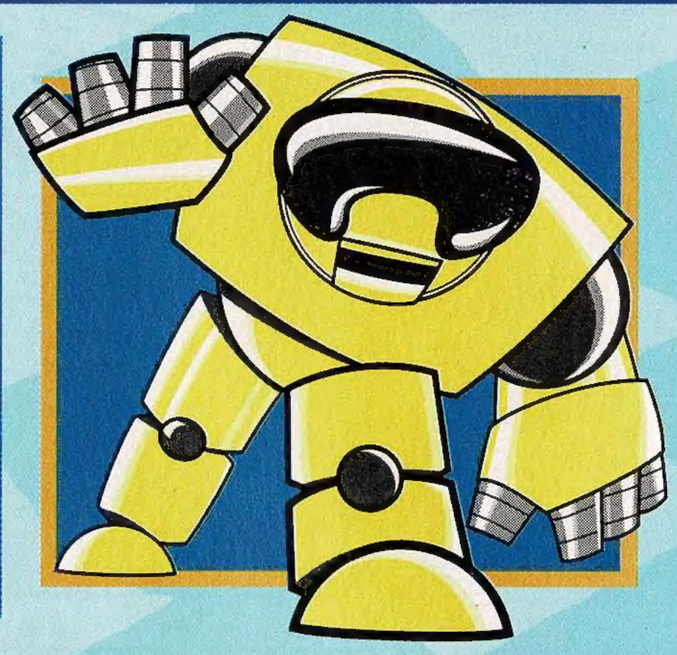


Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Mum in a Million

Dear STC,

As a mum of two STC fans, I thought I would tell you of my efforts, ie, I transformed a dreaded Turtles clock into a Sonic clock with the aid of your free stickers. I also made my son Carl a birthday cake complete with gold coloured rings, which took me quite a long time. As I've done all this hard work, I would love a Sonic Water Fun Game to unwind with. I might even let the children have a go, providing they do the washing up, tidy their rooms etc.

Mrs C Dacombe, Moordown, Bournemouth.
Sonic Water Fun Game WInner.

We don't usually send out valuable prizes to older humes Mrs D, but it sounds like you've earned it.

The Magic Words

Dear STC,

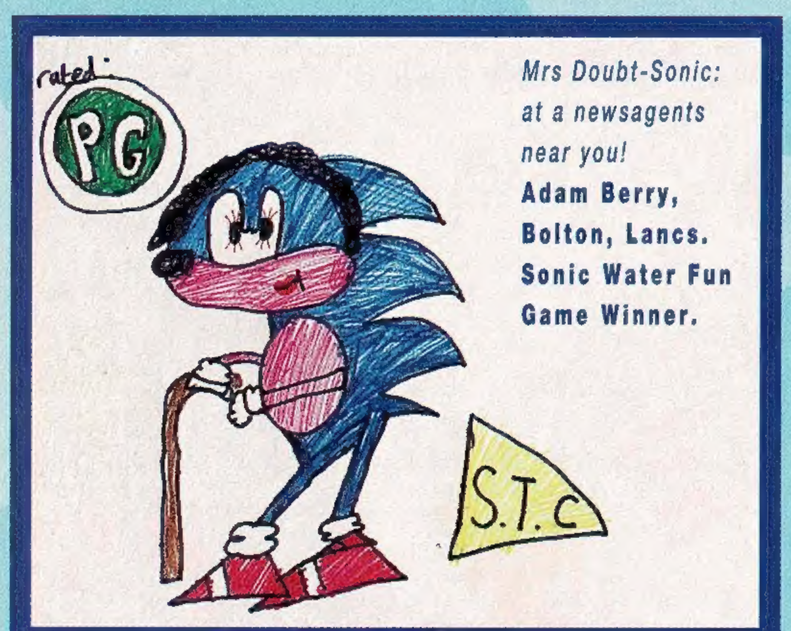
Can you please help me? Every time I mention Sonic the Hedgehog to my mum, she lets out a loud scream. She now does this up to 30 times per day. Can you suggest a cure? Yours hopefully. . .

Ashley Belshaw, Hucknall, Notts. MD owner.
Sonic Water Fun Game Winner.

I hate to be the one to break the news to you Ashley, but it sounds like your mother could be Doctor Robotnik in disguise. This would explain why she gets so irate at the mere mention of Sonic the (aaaggghhh!).

Daniel's pet cat Tiddles explores the Green Hill Zone in search of Sonic (or so he says).

Daniel Peacock, Altrincham, Cheshire.
MS owner.
Sonic Water Fun Game Winner.



Mrs Doubt-Sonic: at a newsagents near you!

Adam Berry, Bolton, Lancs.
Sonic Water Fun Game Winner.

Spur-red On

Dear STC,

In issue 15 someone drew a brilliant picture of Sonic in a Manchester United football kit. As I don't think I'm very good at drawing, could anyone out there draw a picture of Sonic wearing a Tottenham strip? Thanks.

Tom Pizzey, Parliament Hill, London.
MD owner.
Sonic Water Fun Game Winner.

Cah-mon on you Boomers, or Tom will be as sick as a coot (isn't that what you footballing humes say?).

Half Baked

Dear STC,

My dad got so sick of seeing STC that he gave me a wallop and chucked it in the bin. When I went to dig it out, it was covered in baked beans!

Michael Booth, Lythan St Annes, Lancs.
MD owner.
Sonic Water Fun Game Winner.

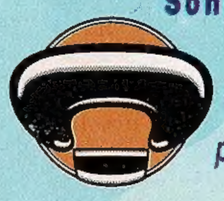
Mmm, Michael, sounds like an interesting combination - did it taste good?

Curry Favour

Dear STC,

I think your magazine is really wonderful. I loved the story 'Day of the Badniks' and the pictures were really cool. The problem is that because I live in Pakistan I'm unable to get STC direct and have to wait.

Anila Durrahi, Lahore, Pakistan.
Sonic Water Fun Game Winner.



Glad to know Anila, that STC reaches parts of the world other magazines can't.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE!

NEW! NEW! NEW!

AT LAST! THE QUESTIONS YOU DARED TO ASK - ANSWERED!

Q: What is it?

Q: Where is it?

Q: Who lives there?

A:

SONIC'S WORLD!

THE NEW MEGA-SERIES THAT TAKES THE LID OFF A WHOLE PLANET!

PLUS!

RETURN TO THE STREETS OF RAGE!

HE'S HELL ON WHEELS! HE'S SKATES. THIS IS HIS STORY!

PLUS!

NEWS, REVIEWS, Q ZONE AND THE RETURN OF THE GRAPHIC ZONE

STC 25 SO HOT IT'S COOL!

ON SALE SATURDAY 30th APRIL, £1.10.

ONLY A MARIO WOULD MISS IT!

DATA STRIP

Fill in & send to:

Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

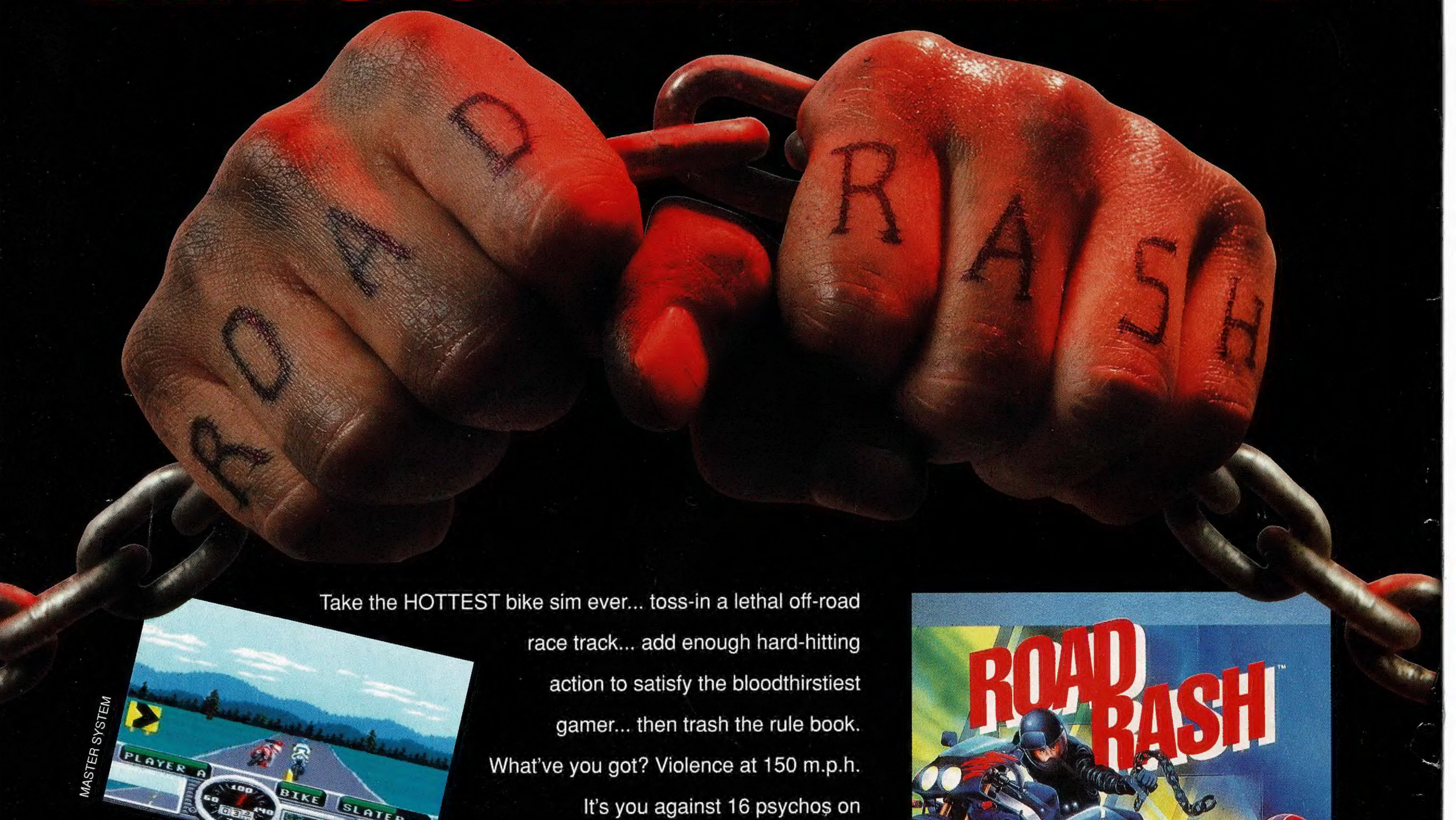
2.....

3.....

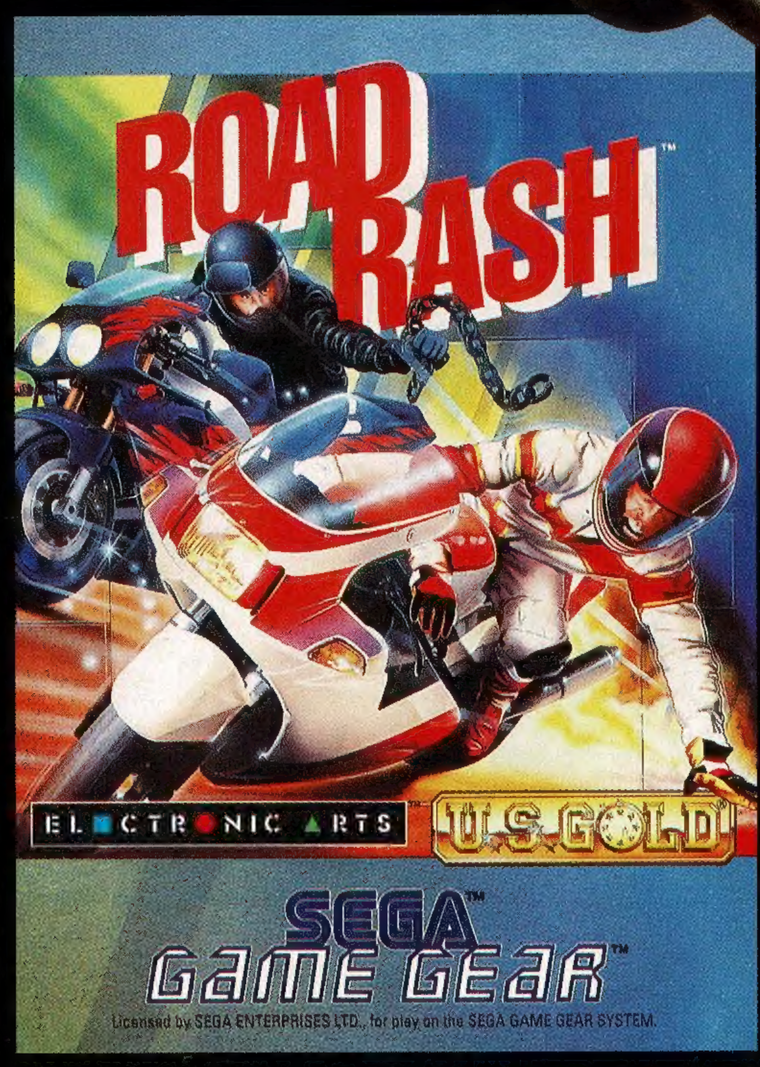
HOW DO YOU RATE ISSUE 24 OF STC?

☐ %

THE...WHITE KNUCKLE RIDE!



Take the HOTTEST bike sim ever... toss-in a lethal off-road race track... add enough hard-hitting action to satisfy the bloodthirstiest gamer... then trash the rule book. What've you got? Violence at 150 m.p.h. It's you against 16 psychos on superbikes in a race to the grave. These 'Rashers' are out to kick, punch, club and hack you to bits. (That's when they're being nice.) You? Your practising a few moves of your own - to leave these guys spread across the track. First past the post gets the DOSH to buy a meaner machine. RASHERS **Do some damage, get some speed.**



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